GAMER

GAMING
RETRO
TECH
NEWS

15th June 2023

GAMER

Introduction

Welcome to this new online magazine which Will cover Gaming, Gaming Reviews,Retro Section, Tech News , Streamer info insights And all things Social media.

This Issue will cover the following

Tech and Gaming News.

Game Review of

Aragami

Tenchu: Stealth Assassins

Trine Series of Games

Resistance Fall of Man PlayStation 3.

Retro Film Reviews

High Road To China 1983

The Head Hunter 2018

Reapers Retro - PlayStation TV.

Spectrum Range of Home Computers

Video game Quiz - Just For Fun.

Word Search -Just For Fun.

GAMER Tech News

EA Cancels Unannounced Game Set In Titanfall and Apex Legends Universe

Electronic Arts Inc. has canceled an unannounced and untitled game codenamed “Titanfall Legends” or “TFL,” which was developed at EA Respawn Entertainment studio. The game was reportedly single-player. and to be set in the shared Titanfall and Apex Legends universe. The 50 employees working on the project are to be either relocated to different positions or laid off with severance if no other role for them can be found. Due to the unofficial nature of the announcement, EA has provided no comment on the cancellation.

While the report speculates that the reason for the game’s cancellation was due to the project’s director Mohammad Alavi leaving the company earlier in 2022, EA has announced a slew of game delays and cancellations as of late. With the recent news that Respawn will shut down Apex Legends Mobile and EA would delay Star Wars: Jedi Survivor until April 28, 2023, the future of EA’s game lineup for the next few years and the Titanfall and Apex Legends franchises, in general, are in greater question than ever. Titanfall, a mech-based first-person shooter, released back in 2014 for Xbox One, Xbox 360, and Windows platforms to a positive audience and critical reception. While it was soon followed by Titanfall 2 in 2016 since then fans of the series have only been met with mobile spin-off games that are canceled soon after launch. Apex Legends released in 2019, and while it soon became one of the most popular battle royal games available, the player bases of these two titles are radically different. If this canceled unannounced project was in fact a new mainline entry into the Titanfall series, it looks like fans of Titanfall‘s precise movement and combat systems will have to wait a little longer for any updates.

GAMER Tech News

You Can Now Update Your PlayStation 5 Controller Without A Cable To use this feature, players will need to be a part of the PlayStation 5 beta program. Sony has recently announced a new update that'll introduce various features to the PlayStation 5, and one of them finally solves a problem that PS5 users have had for a while. Players will now have a new way to update their Dual Sense controllers wirelessly, without needing to physically connect them to the console first.

Thanks to a PlayStation Blog post, we know that Dual Sense wireless controllers can now be updated without being connected to the console. If players prefer to update their controller with a USB cable, they still can, and Sony recommends doing so "if you have trouble updating the device software wirelessly."

Unfortunately, this update will only be available if the user is a part of the PlayStation 5 beta program. Players can sign up for the program by visiting the PlayStation website, but the update is expected to drop sometime soon for all PS5 users.

As previously reported, this update is currently available in the United States, Canada, Japan, the UK, Germany, and France. The update will also support 1440p for VR, have variable refresh rate support, and more. In addition to that, PS5 users will now have the option to link their Discord accounts to their PS5, allowing them to chat with other players on various platforms with ease.

GAMER Retro Film Review

High Road to China (film) 1983

High Road to China is a 1983 American adventure-romance film set in the 1920s starring Tom Selleck in his first major starring role, playing a hard-drinking biplane pilot hired by society heiress Eve "Evie" Tozer (Bess Armstrong) to find her missing father (Wilford Brimley). The supporting cast includes Robert Morley and Brian Blessed. The Golden Harvest film (released by Warner Bros.) is loosely based on the 1977 novel of the same name by Jon Cleary. However, little beyond character names and the basic premise of an aerial race to China survived the translation to film.

Eve Tozer is a society heiress and flapper living the high-life in 1920s Istanbul. She needs to find her father, Bradley Tozer, before he is officially declared dead or risk losing her inheritance to his scheming business partner, Bentik. She only has 12 days. Eve hires World War I ace pilot Patrick O'Malley and his aircraft. O'Malley is eager to take the job as he needs to leave town rather urgently himself. Eve, also an accomplished pilot, however, is determined to accompany him in his other aircraft, which causes the first of many arguments on the way from Istanbul to China.

GAMER Retro Film Review

High Road to China is regarded as one of the 'imitators' that populated movie theaters in the years following Raiders of the Lost Ark. However, as in the case of Romancing the Stone, another so-called 'imitator', the source material actually predated the aforementioned Lucasfilm production by four years. circular reference Rumor has it that it was "given" to Selleck as a sort of consolation prize for having to pass on Raiders of the Lost Ark due to scheduling conflicts with Magnum.High Road to China was the only new wide release on the March 18–20 weekend, and debuted atop the box office with $6,156,049. It eventually grossed over $28 million domestically Contemporary critics found the movie to be a substandard imitation of Raiders of the Lost Ark.[8] Roger Ebert gave the film two stars (out of four), writing that it is a "lifeless" movie, "directed at a nice, steady pace, but without flair and without the feeling that anything's being risked."

High Road to China was released on DVD by Umbrella Entertainment in February 2012.

In February 2013, Umbrella Entertainment released the film on Blu-ray.

GAMER Retro Film Review

The Head Hunter (2018 film)

In the Dark Ages, after the death of his daughter, a fierce warrior known simply as "The Father" begins amassing a gruesome collection of heads of monsters he stakes to the wall of his cabin. The Father lives alone in solitude; his only company is his horse Jakke. Most of his time is spent repairing his armor, setting traps for animals, visiting his daughter's grave, and using the blood and organs of monsters to create a healing potion that heals wounds almost instantly.

GAMER Retro Film Review

The Head Hunter (2018 film)

The Father earns his living as a bounty hunter by hunting down the beasts that terrorize a nearby kingdom. Each time the kingdom has a new bounty, a large horn sounds off, and a new bounty is pinned to a large tree just outside the castle walls. Throughout he is shown taking the bounty, leaving to hunt down his target, then returning with the target's head which he pins to his wall. Many of these hunts leave The Father wounded and maimed, forcing him to use the elixir to heal himself.

The Head Hunter is a interesting movie and worth a watch.

GAMER Review

Aragami is an action-adventure stealth video game developed and published by Lince Works for Linux, Microsoft Windows, OS X, PlayStation 4, Xbox One and Nintendo Switch.

Aragami is summoned into existence one night by an astral projection of Yamiko, a girl who identifies herself as a captive of the Kaiho, an army of light adepts. She describes them as oppressors who conquered the land from the shadow aligned Nisshoku, led by the Shadow Empress. She claims that after winning the war, they imprisoned the Empress and her retainers in the Nisshoku's main temple, including Yamiko. She requests Aragami's help in freeing them, for which she needs six talismans to unlock the prison.

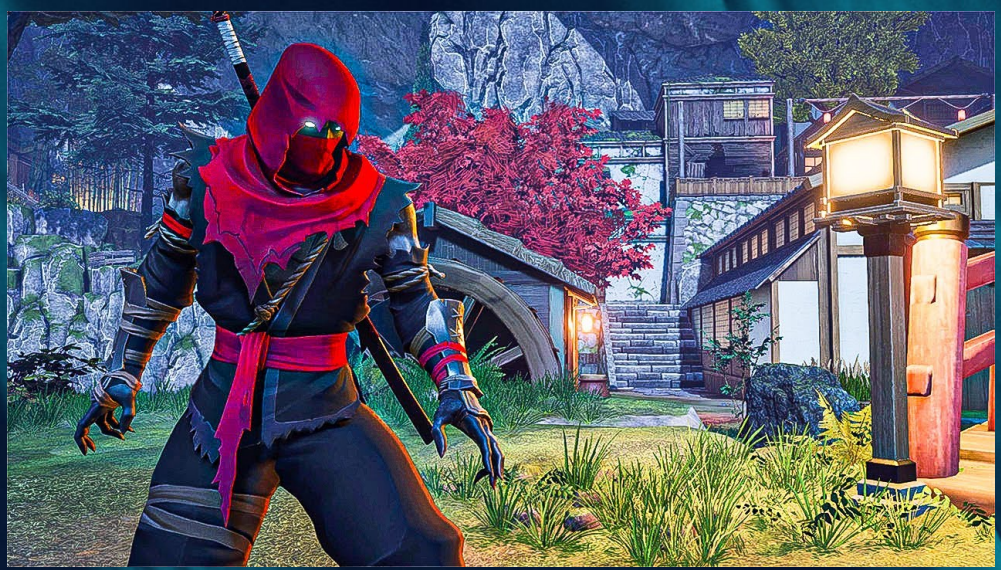
GAMER Review

ARAGAMI

As the player explores the levels, they may find several hidden scrolls. Scrolls can be spent to unlock various useful skills, such as the ability to become temporarily invisible or to make corpses vanish. "Abilities" either rely upon Aragami's Shadow Essence or have infinite uses. "Techniques" are more powerful, but have only two uses, cannot harm bosses, and can only be equipped one at a time (though the player can switch among them at any time). Shrines placed sparsely throughout the level will refill all of the player's equipped techniques.

Reception

Aragami received mixed or average Reviews.



GAMER *Review*

Tenchu: Stealth Assassins is a 1998 stealth video game. Following Rikimaru and Ayame of the Azuma ninja clan as they complete missions for their employer Lord Gohda in Sengoku-era Japan, the game play involves the player guiding their chosen character through missions, the aim being to remain undetected while either avoiding or quietly killing enemies.

Tenchu: Stealth Assassins is a stealth video game where players take on the role of either Rikimaru or Ayame, ninja who complete a set of eleven sandbox levels. While generally similar, Rikimaru has more health but is slower and has only one blade, while Ayame is weaker but uses two blades and has higher movement speed. Each mission starts off with a skippable briefing, then players can equip a limited number of items at an equipment screen. The items include health potions, trail markers, poisoned rice cakes, caltrops, shurikens (throwing blades in Europe), smoke bombs, grenades and land mines.

GAMER *Review*

The only permanent item taken into all missions is a grappling hook; when in use, the player enters a first person perspective, and the grapple can be fired at any solid surface to pull the player towards it. A map of the level is provided for players.

Tenchu is set in Japan's turbulent Sengoku period, and follows missions undertaken by the stoic ninja Rikimaru and spirited kunoichi Ayame of the Azuma ninja clan for their employer the benevolent Lord Gohda and his daughter Princess Kiku, who treats Ayame as an older sister.

Tenchu released in Japan on February 26, 1998. Sony had no plans to release Tenchu outside Japan due to its stealthy depiction of ninjas clashing with the action-oriented Western portrayals, but American publisher Activision was impressed by the game and successfully pitched for the rights. The Western version.

GAMER *Review*

TRINE

Trine is a side-scrolling, action platform-puzzle video game developed by Frozenbyte and published by Nobilis. The game was originally released for Microsoft Windows in 2009, and has since been ported to Linux, OS X, and game consoles. The game takes place in a medieval fantasy setting and allows players to take control of three separate characters who can battle enemies and solve environmental puzzles. The player controls and switches between three different characters (a thief, a knight, and a wizard) to try to complete levels. There is also a cooperative play feature, whereby multiple players can join in at any time to control different characters simultaneously. Each character has their own health and energy meter. Energy is used for certain weapons and abilities, and is replenished by blue-colored bottles found throughout levels. Health is replenished by collecting heart-shaped containers, which result from destroying certain enemies.

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TRINE

The player also has a single experience rating that is shared among all characters, and is incremented by acquiring green-colored bottles found throughout levels. Every 50 experience points, each character is given one point towards the purchase of upgrades to their abilities. Treasure chests are also spread throughout levels, each containing a charm that offers the bearing character new or upgraded abilities. The player can transfer these objects between characters, though some will only have an effect on certain characters.

Checkpoints are spread throughout levels, in the form of silver orbs on pedestals. Upon crossing a checkpoint, any deceased characters are brought back to life, and any characters below a certain amount of health and energy are replenished up to that amount. The amount of energy and health replenished is dependent upon the difficulty setting chosen by the player.

GAMER *Review*

TRINE

When a character dies, the player must choose another living character to continue playing the level. If all three characters die, the player is sent back to the last checkpoint crossed, and all three characters are resurrected. Trine takes place in a forsaken and ruined kingdom. After enjoying a period of great peace, the king died without leaving an heir, plunging the kingdom into political instability. Taking advantage of the chaos, an undead army suddenly appeared and attacked, forcing the inhabitants to abandon the realm, save for those few souls brave enough to face the perils that had now befallen it.

The game was first released for Windows on July 3, 2009. The PlayStation Network version was to be released in July 2009, but last-minute bugs discovered in testing caused a delay. It was released on September 17, 2009 in Europe and on October 22, 2009 in North America. A port of the game to OS X was released on November 2, 2010.

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GAMER Review

TRINE 2

Trine 2 is a side-scrolling, puzzle-platform game developed by Frozenbyte. It is the sequel to Trine and was released on Microsoft Windows, OS X, PlayStation 3, and Xbox 360 in December 2011 and later for Linux in March 2012. Trine 2 allows three players to play the iconic roles of a wizard, a thief, and a knight in a simultaneous cooperative mode. Trine 2 takes places some years after the restoration of the kingdom of the previous game and opens with Amadeus sleeping after a long night trying to once again learn the elusive fireball spell. A strange light shines upon him, and beckons him to follow. The wizard is less than thrilled, not wanting to leave his wife and kids, but the knight eventually persuades Amadeus that he must come. They then reunite with Zoya and the Trine starts them on their adventure, taking them to a mysterious wilderness of which they had never heard of or seen before. Trine 2 received largely positive reviews. By October 2014, Frozenbyte announced that the Trine series had sold over seven million copies worldwide.

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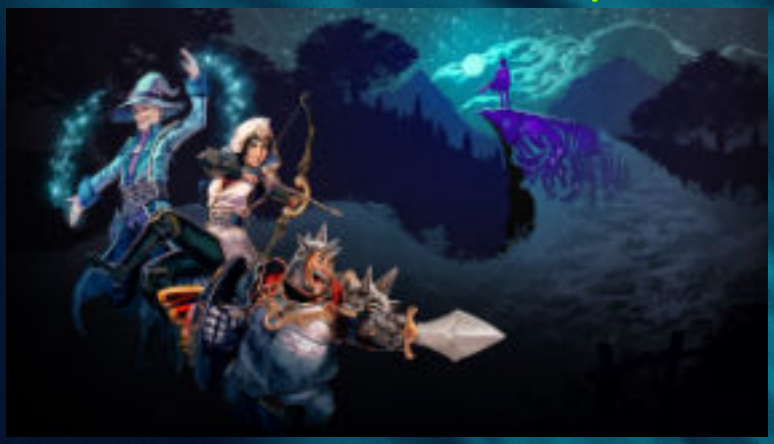
TRINE 3
The Artifacts of Power

Trine 3: The Artifacts of Power is a 2015 action-adventure puzzle-



platform video game developed by Frozenbyte, released on August 20, 2015 for Microsoft Windows. A PlayStation 4 version was released on December 22, 2015. It is the sequel to Trine 2 and features a return of the series' three protagonists and medieval fantasy location. The game is the first in the series to feature fully 3D game play. A port to the Nintendo Switch was released on July 29, 2019.As in Trine 2, the Trine artifact summons Amadeus the wizard, Pontius the knight and Zoya the thief from across the realm for a quest, this time defending the Astral Academy. While the artifact gives the trio the power of immortality, they are tired of being bound this way, and decide to return the power to the Trine in return for their freedom.

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GAMER *Review*

TRINE 4
The Nightmare Prince

Trine 4: The Nightmare Prince is a 2019 video game developed by Frozenbyte and published by Modus Games for Microsoft Windows, Nintendo Switch, PlayStation 4, and Xbox One in October 2019 . It is the fourth installment of Trine series and features a return of the series' three protagonists and medieval fantasy location.

Trine 4 refines the game play of the previous installments. It is a 2D Platformer with a focus on physics puzzles. The abilities available to the for solving puzzles include conjuring boxes, attaching ropes to objects, and telekinesis.

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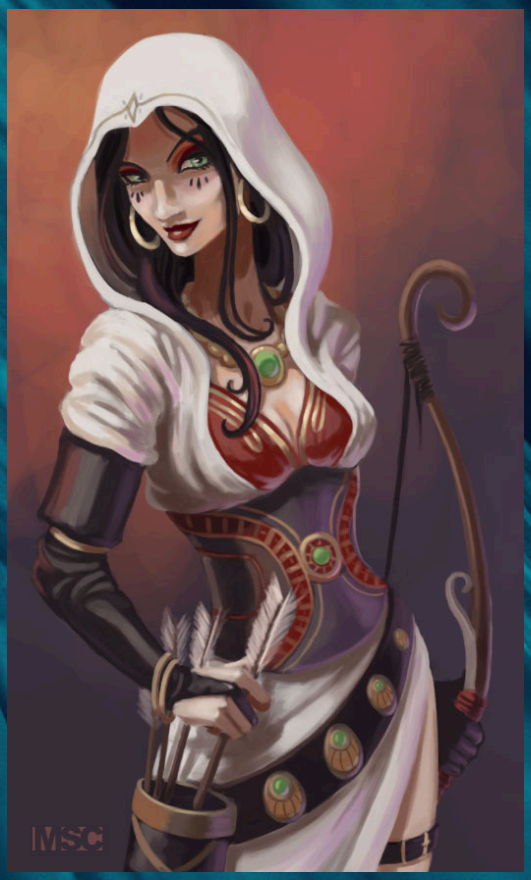
GAMER Review

TRINE 4
The Nightmare Prince

Trine 3 was to a degree a 3D Platformer because the player could move across the Z-axis, although that dimension was limited and the camera perspective remained fixed. Trine 4 returns to the strictly 2-dimensional movement of the first two Trine games.



In a break from previous games, Trine 4 adds character progression. While certain core abilities (such as Zoya's "fairy rope") are unlocked at fixed points in the game, there are optional abilities that the player can purchase using tokens collected over the course of the game. These abilities give the player new options for solving puzzles, or new ways to fight monsters. If the player wishes, they can replay earlier levels with unlocked abilities to solve those earlier puzzles in new ways.

The game has received positive reviews.

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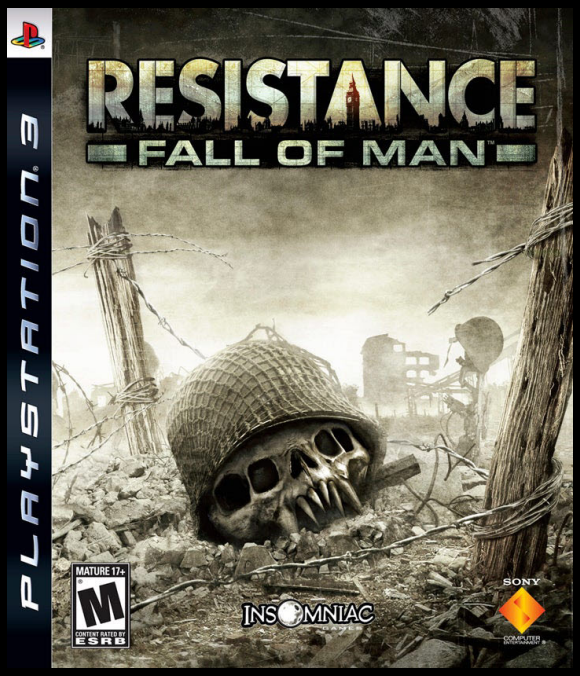
GAMER Review

RESISTANCE FALL OF MAN



Resistance: Fall of Man is a 2006 first-person shooter video game for the PlayStation 3. It was developed by Insomniac Games and published by Sony Computer Entertainment. The game is set in an alternate history 1951, and follows Sergeant Nathan Hale as he and the human resistance forces attempt to drive a mysterious alien-like invasion out of the United Kingdom. The story continues in Resistance 2.

GAMER *Review*

RESISTANCE FALL OF MAN

Resistance had positive critical reception as a launch title and winning several awards. As of 2007, the game sold more than 2.1 million copies. In the 1900s, an insect-like alien race known as the Chimera arrive in Russia. Using advanced technology, they infect hundreds of civilians and subject them to artificial evolution, creating a diverse army of creatures ranging from simple foot soldiers to spider-like giants. By 1949, all of Europe has fallen to the Chimera. The following year, a vast invasion force tunnels under the English Channel, conquering much of England and leaving only scattered pockets of human resistance.

GAMER *Review*

RESISTANCE FALL OF MAN

In 1951, the United States, despite taking a position of neutrality in the conflict, sends a task force to assist the UK as part of "Operation Deliverance". Among the soldiers is Army Ranger Sgt. Nathan Hale. However, soon after landing in York, he and his squad are ambushed by enemy troops, who infect them with the Chimera virus. Hale, the only survivor, discovers that he has an innate resistance to full infection. Instead, he gains increased strength and reflexes, the ability to instantly heal light injuries, and gold-colored irises, a common trait of the Chimera.

GAMER *Review*

RESISTANCE FALL OF MAN

Resistance: Fall of Man featured a multiplayer mode for up to 40 players online and up to 4 players offline. Multiplayer games had little to no latency (subject to player's connection and host location), even while playing the 40 player online due to the implementation of dedicated servers across the PlayStation Network. The online servers for the game (and the sequels) were closed on March 28, 2014 and the online multiplayer is now unavailable. The closure also disabled the game updates, as it used a different updating system, through the multiplayer servers. However, a workaround was found in 2021 and released on April 2022.

GAMER REAPERS RETRO

PlayStation TV

The PlayStation TV It was released in Japan on November 14, 2013 and Europe and Australia on November 14, 2014.

Controlled with either the DualShock 3 or DualShock 4 controllers, the PS TV is capable of playing many PlayStation Vita games and applications, either through physical cartridges or downloaded through the PlayStation Store. However, not all content is compatible with the device, since certain features in the PS Vita such as the gyroscope and microphone are not available on the PS TV. Nevertheless, the PS TV is able to emulate touch input for both the Vita's front and rear touchpads using the PS3 and PS4 controller.

GAMER REAPERS RETRO

PlayStation TV

Ports on the PlayStation Vita TV

Instead of featuring a display screen, the console connects to a television via HDMI. Users can play using a DualShock 3 controller with functionality for DualShock 4 controllers added with the 3.10 firmware update released on March 25, 2014, although due to the difference in features between the controller and the handheld, certain games are not compatible with PS Vita TV, such as those that are dependent on the system's microphone, camera, or gyroscopic features. The device is said to be compatible with over 100 PS Vita games, as well as various digital PlayStation Portable, PlayStation, and PC Engine titles.

GAMER REAPERS RETRO

PlayStation TV

The original PCH-1000 series PlayStation Vita already includes an upscaler that supports up to 1080i resolution, however it was decided that the idea for video output for the original Vita was to be scrapped in favor for releasing the PlayStation Vita TV as a separate device for television connectivity. The in-built scaler has been removed from the PCH-2000 series PlayStation Vita model.

The system supports Remote Play compatibility with the PlayStation 4, allowing players to stream games from the PlayStation 4 to a separate TV connected to PS Vita TV.

GAMER REAPERS RETRO

PlayStation TV

PS4 Remote Play functionality for the PS Vita TV gained full support with the release of the 1.70 PS4 firmware update. The device includes the software features of the PS Vita, such as the Web browser and email client. There are future plans for media server and DLNA support for remote video streaming and image/audio file transfer.

The console measures 6.5 cm by 10.5 cm.

It is powered with (and ships with) the same model/type of power adapter that was used for the original PlayStation Portable.

The opportunity to play Vita and PSP games on the big screen was great.

GAMER REAPERS RETRO

sinclair
ZX Spectrum

ZX Spectrum Series of Home Computers

The ZX Spectrum is an 8-bit home computer that was developed by Sinclair Research. It was released in the United Kingdom on 23 April 1982, and became Britain's best-selling microcomputer.

Referred to during development as the ZX81 Colour and ZX82, it was launched as the ZX Spectrum to highlight the machine's colour display, which differed from the black and white display of its predecessor, the ZX81. The Spectrum was released as six different models, ranging from the entry level with 16 KB RAM released in 1982 to the ZX Spectrum +3 with 128 KB RAM and built in floppy disk drive in 1987; altogether they sold over 5 million units worldwide.

The Spectrum was among the first home computers in the United Kingdom aimed at a mainstream audience, and it thus had similar significance to the Commodore 64 in the US and the Thomson MO5 in France. The introduction of the ZX Spectrum led to a boom in companies producing software and hardware for the machine, the effects of which are still seen.

GAMER REAPERS RETRO

sinclair
ZX Spectrum

Some credit it as the machine which launched the British information technology industry. Licensing deals and clones followed, earning Clive Sinclair a knighthood for services to British industry. The Commodore 64, Dragon 32, Oric-1, Oric Atmos, BBC Micro and later the Amstrad CPC range were rivals to the Spectrum in the UK market during the early 1980s. The machine was officially discontinued in 1992The Spectrum is based on a Zilog Z80, a CPU running at 3.5 MHz (or NEC D780C-1 clone). The original model has 16 KB (16×1024 bytes) of ROM and either 16 KB or 48 KB of RAM.

Video output is through an RF modulator and was designed for use with contemporary television sets, for a simple colour graphic display. Text can be displayed using 32 columns × 24 rows of characters from the ZX Spectrum character set or from a set provided within an application, from a palette of 15 shades: seven colours at two levels of brightness each, plus black. The image resolution is 256×192 with the same colour limitations..

GAMER REAPERS RETRO

To conserve memory, colour is stored separate from the pixel bitmap in a low resolution, 32×24 grid overlay, corresponding to the character cells. In practice, this means that all pixels of an 8x8 character block share one foreground colour and one background colour.

Sound output is through a beeper on the machine itself, capable of producing one channel with 10 octaves. Software was later available that could play two channel sound. The machine includes an expansion bus edge connector and 3.5 mm audio in/out ports for the connection of a cassette recorder for loading and saving programs and data.

The BASIC interpreter was developed from that used on the ZX81 and a ZX81 BASIC program can be typed into a Spectrum largely unmodified, but Spectrum BASIC included many extra features making it easier to use.

GAMER REAPERS RETRO

sinclair
ZX Spectrum

The ZX Spectrum character set was expanded from that of the ZX81, which did not feature lower-case letters. Spectrum BASIC included extra keywords for the more advanced display and sound, and supported multi-statement lines. The cassette interface was much more advanced, saving and loading around five times faster than the ZX81 (1500 bits per second compared to 307.

ZX Spectrum 16K/48K

The original ZX Spectrum is remembered for its rubber keyboard, diminutive size and distinctive rainbow motif. It was originally released on 23 April 1982[with 16 KB of RAM for £125 or with 48 KB for £175.

The Sinclair models featured audio line in and out, in the form of an "ear" and "mic" socket. An external tape recorder was needed to load the majority of software released, or the ZX Micro drive. Either socket could be connected to headphones or an amplifier as an audio output, although this would not disable the internal speaker.

GAMER REAPERS RETRO

sinclair
ZX Spectrum

Sales of the Spectrum reached 200,000 in its first nine months rising to 300,000 for the whole of the first year. By August 1983 total sales in the UK and Europe had exceeded 500,000 with the millionth Spectrum manufactured on December 9th.

ZX Spectrum+ This 48 KB Spectrum introduced a new QL-style case with an injection-moulded keyboard and a reset button that was basically a switch that shorted across the CPU reset capacitor. Electronically, it was identical to the previous 48 KB model. It was possible to change the system boards between the original case and the Spectrum+ case. It retailed for £179.95. A DIY conversion-kit for older machines was available. Early on, the machine outsold the rubber-key model however, some retailers reported a failure rate of up to 30%, compared with a more usual 5–6% for the older model. In early 1985, the original Spectrum was officially discontinued and the ZX Spectrum+ was reduced in price to £129.95.

GAMER REAPERS RETRO

sinclair
ZX Spectrum

ZX Spectrum 128

In 1985, Sinclair developed the ZX Spectrum 128

The Z80 processor used in the Spectrum has a 16-bit address bus, which means only 64 KB of memory can be directly addressed. To facilitate the extra 80 KB of RAM the designers used bank switching so the new memory would be available as eight pages of 16 KB at the top of the address space. The same technique was used to page between the new 16 KB editor ROM and the original 16 KB BASIC ROM at the bottom of the address space.The new sound chip and MIDI out abilities were exposed to the BASIC programming language with the command PLAY and a new command SPECTRUM was added to switch the machine into 48K mode, keeping the current BASIC program intact (although there is no command to switch back to 128K mode). To enable BASIC programmers to access the additional memory, a RAM disk was created where files could be stored in the additional 80 KB of RAM.

sinclair
ZX Spectrum

The new commands took the place of two existing user-defined-character spaces causing compatibility problems with certain BASIC programs.

The ZX Spectrum 128 had no internal speaker, unlike its predecessors. Sound was produced from the television speaker instead. Amstrad models

ZX Spectrum +2

The ZX Spectrum +2 was Amstrad's first Spectrum, coming shortly after their purchase of the Spectrum range and "Sinclair" brand in 1986. The machine featured an all-new Grey case featuring a spring-loaded keyboard, dual joystick ports, and a built-in cassette recorder. but was in most respects identical to the ZX Spectrum 128. The main menu screen lacked the Spectrum 128's "Tape Test" option, and the ROM was altered to account for a new 1986 Amstrad copyright message. Production costs had been reduced and the retail price dropped to £139–£149.

The new keyboard did not include the BASIC keyword markings that were found on earlier Spectrum's, except for the keywords LOAD, CODE and RUN which were useful for loading software. Instead, the +2 boasted a menu system, almost identical to the ZX Spectrum 128, where one could switch between 48K BASIC programming with the keywords, and 128K BASIC programming in which all words (keywords and otherwise) must be typed out in full (although the keywords are still stored internally as one character each). Despite these changes, the layout remained identical to that of the 128.

The ZX Spectrum +2 power supply was a grey version of the ZX Spectrum+ and 128 power supply.

GAMER REAPERS RETRO

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ZX Spectrum

The ZX Spectrum +3

The ZX Spectrum +3, released in 1987 but featured a built-in 3-inch floppy disk drive like the Amstrad CPC 6128) instead of the tape drive, and was in a black case. It was launched in 1987, initially retailed for £249 and then later £199 and was the only Spectrum capable of running the CP/M operating system without additional hardware. The +3 saw the addition of two more 16 KB ROMs. One was home to the second part of the reorganized 128 ROM and the other hosted the +3's disk operating system. Such core changes brought incompatibilities: Some older 48K and 128K games were incompatible with the machine. The ZX Interface 1 was incompatible due to differences in ROM and expansion connector, making it impossible to connect and use the Micro drive units.

GAMER REAPERS RETRO

sinclair ZX Spectrum

The ZX Spectrum +2A

The ZX Spectrum +2A was a new version of the Spectrum +2 using the same circuit board as the Spectrum +3. It was sold from late 1988 and unlike the original grey +2 was housed inside a black case. The Spectrum +2A/+3 motherboard (AMSTRAD part number Z70830) was designed so that it could be assembled with a +2 style "datacorder" connected instead of the floppy disk controller. Amstrad planned to introduce an additional disk interface for the +2A/+2B called the AMSTRAD SI-1, but it never appeared. If an external disk drive was added, the "+2A" displayed on the system menu text would change to "+3".

GAMER REAPERS RETRO

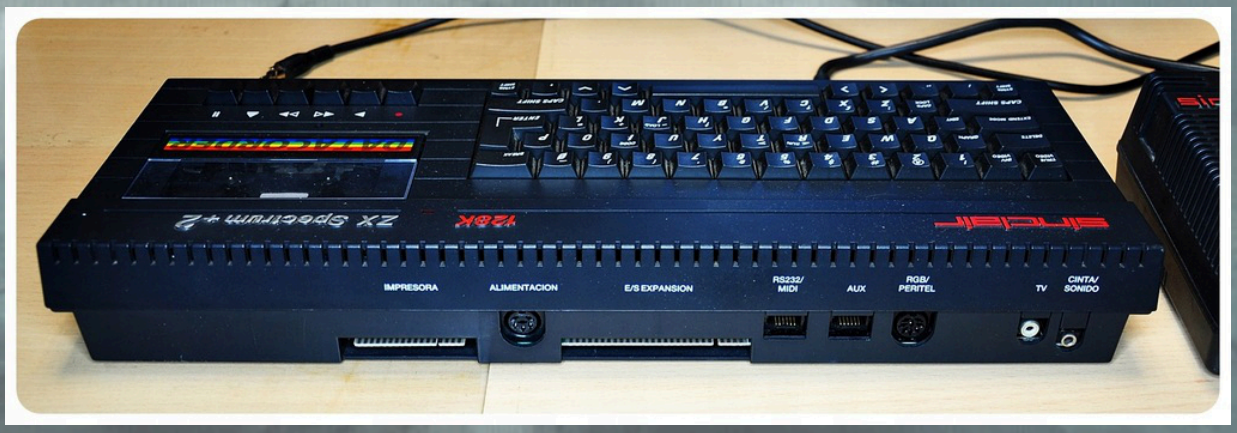
sinclair
ZX Spectrum

ZX Spectrum +2B and +3B

The ZX Spectrum +2B and ZX Spectrum +3B were functionally similar in design to the Spectrum +2A and +3.The main electronic differences were changes to the generation of the audio output signal to resolve problems with clipping.

The early Spectrum models' great success as a games platform came in spite of its lack of built-in joystick ports, primitive sound generation, and colour support that was optimized for text display.

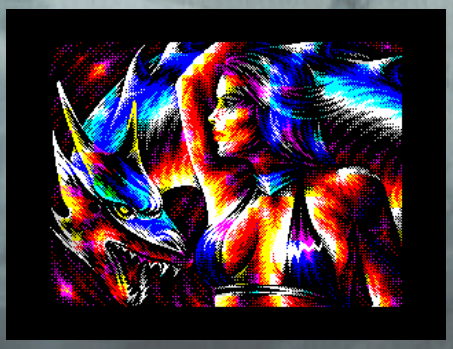
The home brew community continues into the present day with several games being released commercially from new software houses. Most Spectrum software was originally distributed on audio cassette tapes. The Spectrum was intended to work with a normal domestic cassette recorder.



sinclair
ZX Spectrum

Although the Interface 2 proved popular, the high cost of ROM cartridges, and the fact that they were limited to 16K in size, meant that very few titles were released in this format.

Software was distributed through print media; magazines and books. The reader would type the BASIC program listing into the computer by hand, run it, and could save it to tape for later use. Software distributed in this way was in general simpler and slower than its assembly language counterparts. Magazines printed long lists of check summed hexadecimal digits with machine code games or tools. Spectrum software was distributed almost exclusively on audio cassettes. Most Spectrum software has been converted to current media and is available for download. The Spectrum is affectionately known as the Speccy by elements of its fan following.



Video game quiz

GENERAL GAME KNOWLEDGE QUIZ

1) In Which Video Game Series Would you be Playing as Rikimaru or Ayame ?

2) What year was The Sinclair ZX Spectrum released in the UK ?

3) Resistance Fall of Man was a launch Title on Which Console ?

4) In Which Video Game Series Would you be Playing as Amadeus , Zoya and Pontius.

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Video game quiz

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Tenchu: Stealth Assassins series of games.

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1982.

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Sony PlayStation 3.

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Trine Series of Video Games

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Video game quiz

GENERAL GAME KNOWLEDGE QUIZ

5) What is the name of John Marston`s Wife in Red Dead Redemption ?

6) Who is the Mascot for Valt-Tec in the Fallout Games ?

7) Call of Duty Warzone`s Main Map is set in What fictional city ?

8) What is the profession of Alan Wake ?

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Video game quiz

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Abigail

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Vault-Boy

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Verdansk

8) What is the profession of Alan Wake ?

Writer

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Word Search

ACTION MOVIE WORD SEARCH

X E K D T O T A L R E C A L L S L A B B
Y J Z H H R H T Z R T G P M C O C I S W
R N S F C T E H S R O V L T E T B N W I
M O Y P T D R P R K L L L J T I E C C I
J E S O E L A F E M M E N I K I T A K J
J E R T D E I E E E C A L W L C S O R S
E D G Y B M D S S R M L C A S O L I A D
E L J O H N W I C K U R Y O F M Z S I S
A X I U C I D H R B K C E F N M X Z B J
F I Y N K F E A J T E R M I N A T O R G
B F I G S C D P M T Y G Q Y M N I R O V
O L V G P A F R B C S H R D T D D R B Y
B A I U D E R E O F G B A D B O Y S O T
N Y B N D E R D C B Z M L R T S O E C R
L Q C S D P Z A S R I D P S R T V D O D
B M Y B S F R T Q J Z O M D R Y A M P N
C P A M J Z U O I U J G D L Q L R A E K
L Y R R R F I R S T B L O O D T R E M D
T O E Y Y S T S Y O E L R A L J S S R B
R A I D E R S O F T H E L O S T A R K W

ALIENS BADBOYS BLINDFURY BULLITT COMMANDO CONAIR
DARKMAN DIRTYHARRY FIRSTBLOOD JOHNWICK LAFEMMENIKITA
MADMAX PREDATOR RAIDERSOFTHELOSTARK ROBOCOP SPEED
TERMINATOR THERAID TOTALRECALL YOUNGGUNS

GAMER

Word Search

ACTION MOVIE WORD SEARCH -

ANSWERS SHEET

X E K D T O T A L R E C A L L S L A B B
Y J Z H H R H T Z R T G P M C O C I S W
R N S F C T E H S R O V L T E T B N W I
M O Y P T D R P R K L L L J T I E C C I
J E S O E L A F E M M E N I K I T A K J
J E R T D E I E E E C A L W L C S O R S
E D G Y B M D S S R M L C A S O L I A D
E L J O H N W I C K U R Y O F M Z S I S
A X I U C I D H R B K C E F N M X Z B J
F I Y N K F E A J T E R M I N A T O R G
B F I G S C D P M T Y G Q Y M N I R O V
O L V G P A F R B C S H R D T D D R B Y
B A I U D E R E O F G B A D B O Y S O T
N Y B N D E R D C B Z M L R T S O E C R
L Q C S D P Z A S R I D P S R T V D O D
B M Y B S F R T Q J Z O M D R Y A M P N
C P A M J Z U O I U J G D L Q L R A E K
L Y R R R F I R S T B L O O D T R E M D
T O E Y Y S T S Y O E L R A L J S S R B
R A I D E R S O F T H E L O S T A R K W

ALIENS **BADBOYS** **BLINDFURY** **BULLITT** **COMMANDO** **CONAIR**

DARKMAN **DIRTYHARRY** **FIRSTBLOOD** **JOHNWICK** **LAFEMMENIKITA**

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